Michael Finks - RE: ARAP - Trice's Landing Sewer Maintenance Road

From:

"Branch, Garth" <Garth.Branch@cityofclarksville.com>

To:

"Michael Finks" < Michael.Finks@tn.gov>

Date:

12/1/09 11:16 AM

Subject: RE: ARAP - Trice's Landing Sewer Maintenance Road

Mike - I apologize for the delay getting back with you. We will very likely resubmit another General ARAP application utilizing some other method. However, it may be Spring before we do so. In the meantime, obviously, we would not construct any improvements, but rather would leave the maintenance road undisturbed. Please advise. - Garth

----Original Message----

From: Michael Finks [mailto:Michael.Finks@tn.gov] **Sent:** Wednesday, November 25, 2009 9:07 AM

To: gbranch@clarksville.com

Cc: "Ed Neely@opus.gnw.net>, Pat Hickey"@opus.gnw.net **Subject:** Re: ARAP - Trice's Landing Sewer Maintenance Road

Mr. Branch,

What is the status of this project??

Please keep me in the loop on this one.

Thank you,

Mike

Michael A. Finks Environmental Specialist Water Pollution Control Nashville Field Office (615)687-7115

>>> "gbranch" <gbranch@clarksville.com> 9/24/2009 10:14 AM >>> Mike -

I am writing this e-mail to you in response to your request for additional information regarding the spring. The spring issues from the hillside on the east side of the maintenance road and blue-line stream, flows south a relatively short distance and then turns west to cross the maintenance road and enter the stream. The attached photograph indicates where the spring crosses the maintenance road to enter the creek. This crossing is the area we have proposed to improve with an open-graded stone road. Limestone bedrock is present at a depth of about 12 inches or less in this area. Due to the shallow bedrock, installing a functional culvert would be problematic. From the attached photograph, it is apparent that the spring (at the time the photograph was taken) does not cross the maintenance road in a well-defined drain, so locating the best spot for the culvert would be difficult, and would not be guaranteed to capture all the flow. Instead we